

obvious variations thereof is contemplated as falling within the spirit and scope of the claimed invention, which is set forth in the following claims.

What is claimed is:

1. A gaming machine for conducting a wagering game, comprising:

a controller for selecting a game outcome from a plurality of possible outcomes; and

a persistence-of-vision video display that displays the game outcome.

2. The gaming machine of claim 1, wherein said persistence-of-vision display is one of a 360 degree display and a display employing a rapidly moving structure controlled by said controller.

3. The gaming machine of claim 2, wherein said 360 degree display is shaped generally like a cylinder and generates 2D imagery corresponding to the game outcome by selectively illuminating light-emitting diodes (LEDs) spinning in a circular direction about a surface of the cylinder.

4. The gaming machine of claim 2, wherein said rapidly moving structure is one of a wand, a hoop, a fan, and a disc.

5. A gaming machine for conducting a wagering game, comprising:

a controller for selecting a game outcome from a plurality of possible outcomes; and

a 360 degree video display for generating 2D imagery that displays the game outcome.

6. The gaming machine of claim 5, wherein the 360 degree video display is shaped generally like a cylinder and generates the 2D imagery by selectively illuminating light-emitting diodes (LEDs) spinning in a circular direction about a surface of the cylinder.

7. The gaming machine of claim 5, wherein the 360 degree video display provides a viewing angle of approximately 360 degrees horizontal.

8. The gaming machine of claim 5, wherein the 360 degree display has a resolution of at least 360 pixels by 300 pixels.

9. The gaming machine of claim 5, wherein the wagering game is selected from a group consisting of slots, poker, keno, bingo, blackjack, and roulette.

10. The gaming machine of claim 5, wherein said 2D imagery is a reel including symbols.

11. A gaming machine for conducting a wagering game, comprising:

a controller for selecting a game outcome from a plurality of possible outcomes; and

a persistence-of-vision display for displaying the game outcome with a moving structure that moves at a rate that causes video imagery displayed on the moving structure to persist to human vision.

12. The gaming machine of claim 11, wherein the movement of said moving structure is cyclical, orbital, horizontal, vertical, arced, circular, or rotational.

13. The gaming machine of claim 11, wherein said moving structure is a wand having disposed about its periphery a plurality of LEDs that are selectively illuminated as said wand is moved in a cyclical back-and-forth motion to cause said imagery to be visible.

14. The gaming machine of claim 13, wherein said wand has a generally elongated shape.

15. The gaming machine of claim 11, wherein said moving structure is generally shaped like a hoop, said hoop having disposed about its periphery a plurality of LEDs that are selectively illuminated as said hoop is rotated about its axis to cause said imagery to be visible.

16. The gaming machine of claim 11, wherein said moving structure is generally shaped like a disc, said disc having disposed about its periphery a plurality of LEDs that are selectively illuminated as said disc is rotated about its center to cause said imagery to be visible.

17. The gaming machine of claim 11, wherein said moving structure is a fan having blades, said blades having disposed about their periphery a plurality of LEDs that are selectively illuminated as said blades are rotated to cause said imagery to be visible.

18. A method of conducting a wagering game on a gaming machine, comprising:

selecting a game outcome from a plurality of possible outcomes; and

displaying the game outcome with 2D imagery generated by a 360 degree video display.

19. The method of claim 18, wherein the 360 degree display is shaped generally like a cylinder and generates the 2D imagery by selectively illuminating light-emitting diodes (LEDs) spinning in a circular direction about a surface of the cylinder.

20. The method of claim 18, wherein the 360 degree display provides a viewing angle of approximately 360 degrees horizontal.

21. The method of claim 18, wherein the 360 degree display has a resolution of at least 360 pixels by 300 pixels.

22. The method of claim 18, wherein the wagering game is selected from a group consisting of slots, poker, keno, bingo, blackjack, and roulette.

23. A method of conducting a wagering game on a gaming machine, comprising:

selecting a game outcome from a plurality of possible outcomes; and

displaying the game outcome with video imagery generated by a persistence-of-vision display.

24. The method of claim 23, wherein said persistence-of-vision display is one of a 360 degree display and a display employing a rapidly moving structure.

25. The method of claim 23, wherein said persistence-of-vision display is a 360 degree display and said imagery is 2D imagery generated by said 360 degree video display.

26. The method of claim 23, wherein said persistence-of-vision display is a display employing a rapidly moving structure that moves at a rate that causes said imagery displayed with the moving structure to persist.

27. A method of conducting a wagering game on a gaming machine, comprising:

selecting a game outcome from a plurality of possible outcomes; and

displaying the game outcome with a moving structure that moves at a rate that causes video imagery displayed on the moving structure to persist to human vision.